

The Bay.

Going blind with internet fury edition.

Your ears pop as the pressure starts to build. Everything is ready, locked and loaded and it's time to step into a new jump. Just before the familiar weird wobbly effect that signals your transport into a new reality starts though, something happens. Or rather, someone.

It's the boss, and she doesn't look happy.

"I have a raging headache right now, and..."

A headache? that isn't good, in fac

"**PAY ATTENTION.** I have a headache from putting this place together because I was getting *bored* watching you trying to cram everything you loot into the warehouse like a demented magpie. This is The Bay, and you can keep vehicles and monsters and stuff in here. The doors to get in are in the warehouse, the bay doors to get stuff in and out are over there, and you can only take ships out if the local reality has FTL travel. Don't think you can fuck off and float around some barren rock for ten years either, I'm supposed to be getting entertained here, remember? Try to take advantage of this and your next jump will be as Sergeant Sally Anne, the little orphan soldier girl with no legs or thumbs who has to fight Omega Double-Hitler. Right? **RIGHT?**"

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Welcome to The Bay Jumper. There are sickbags available, and once you have finished vomiting in rage and your fury has subsided let me show you around. It's a giant concrete room with the occasional

floodlight. There are three big concrete platforms in front of a set of blast doors. The platforms don't do anything, but they do look like a cool place to land something. Or park something. The doors might be a problem, because they won't let you take something out unless the security system detects at least the minimum required crew for a ship. Don't go trying to fly that Star Destroyer solo there spacecowboy.

Aside from that?

you have 20 Choice Points to buy stuff.

Maintenance Drones

Cost 4 CP.

Twenty four hover capable repair drones. They don't sleep, they don't get tired and make mistakes, they just fix damage. They are however, incredibly slow and won't fix any design problems the ship had when it was built.

- Requires either parts or raw materials, raw materials will mean repairs are slower than most glaciers though.

Fueling Station

Cost 4 CP.

Using Crisis Pattern Analysis technology, the explanation of which sounds a lot like someone made it all up on the spot the fueling station will be able to create enough fuel to fully load one ship once per jump. You can load the ship more than once, but the fueling station produces better quality fuel the longer it has to cook, and the fuel tends to be considerably more *volatile* the newer it is. Load a ship three times in one jump and you'll find yourself very briefly piloting a hundred billion kelvin bomb moving at a fair chunk of lightspeed. Very, very briefly.

Garage

Cost 1 CP.

A garage. Suitable for repair and maintenance of small and not so small vehicles. Anything up to the size of a Mark One Mammoth Tank can be kept in tip top condition provided you put in the time and effort. Anything the size of the average car can be tinkered with and improved slightly, provided you have the skill. Or given a bitchin' skulls on fire paintjob.

- Requires raw materials or spare parts.

Machine Shop

Cost 1 CP.

All the gubbinz you'd expect to find in a high end auto parts factory and a gun shop, this will give you the ability to manufacture parts for any vehicles, weapons or equipment up to today's tech level. Today in the reality you started in, smartass.

- Requires raw materials.
- Provides enough spare parts for one vehicle.
- The Machine Shop can be upgraded to an Automated Machine Shop for + 1 CP which will maintain a standing stock of parts automatically, building and replacing the ones you use as and when you use them, providing parts for a second vehicle.

Starbucks

Cost 2 CP.

You have a Starbucks. One hundred sixty eight varieties of coffee, plus soft drinks, snacks, a variety of teas and a couple of guys who turn up and sit in the window seat so people can see them reading the coolest books you probably haven't heard of.

Mad Jacks Squig Shack

Cost 2 CP.

You've been working hard. Working hard on cars. Like a man. You need a manly meal. You need Mad Jacks Squig Shack. If you eat an entire eight thousand pound squiggoth steak you win a free t-shirt.

Stable

Cost 2 CP.

Somewhere to put those weird, cool monsters you bought and then completely forgot exist. Enough stalls for four creatures, each stall has enough space for one creature to live.

- Requires Animal feed.
- The Stable can be upgraded to include an autotender for + 1 CP, because sometimes you don't want to haul fifty tons of grass in and forty tons of crap out.
- The stable can also be upgraded to include environmentally tailored stalls that will give the occupant a perfect environment that will encourage good health, bright eyes, a shiny coat and a 5% increase in strength, speed and endurance. This costs + 2 CP.

Autovet

Cost 2 CP.

An automated vet that will diagnose and treat any illnesses, fix any injuries and arrange any vaccinations your trust steeds and or nightmarish war abominations will require. A replacement Autovet will be constructed free of charge over the course of a month if the first one is destroyed, perhaps in an accident while dislodging a human skull from a plasma gizzard.

Barracks

Cost 2 CP.

A barracks. Maybe you brought those guys you went through world war 2 with along for the ride and got tired of them hogging the one bathroom you have in the warehouse. Maybe you got a crew for a ship. Whatever, this gives you a place to put them.

- Starts as a communal barracks with one hall containing 20 bunks.
- The Barracks can be upgraded to four man rooms for + 1 CP. Much more comfortable and it offers a lot more privacy.
- Four Man Rooms can be upgraded to individual rooms for + 1CP. ultra comfortable, ultra modern, comes complete with en suite bathroom.

hydroponics bay

Cost 3 CP.

Rack after chemical fluid filled rack of delicious plants full of whatever it is herbivores need to stay healthy. Nitrates maybe? I think plants have those. With this you can find the answer to this and other burning questions as you carefully read the instruction manual and commence the miracle that is life.

- Provides enough food to feed four herbivores.
- The Hydroponics bay can be upgraded to an Aeroponics bay for + 1 CP, growing plants in what looks like air, but is according to the nifty atmospheric regulators is filled with aerosolized chemicals that plants crave. The Aeroponics bay provides enough food to feed six animals, and you can enjoy all the fresh salads you want.

Meat Vat

Cost 3 CP.

A big glass tube filled with bacteria that feed on the sort of chemicals you find spewing out of deep sea chemical seeps and turns it into very delicious, very nutritious meat. (It isn't delicious. You can survive on this stuff but very quickly will come to regret that.)

- Provides enough Meat to feed four carnivores.
- Can be upgraded to a beef vat for + 1 CP, which despite the name provides several varieties of actually quite tasty meat and will provide enough meat to feed six carnivores as well as all the steaks you want.

Industrial Engineering Tools

Cost 3 CP.

Not the sort of tools you could call hand held, unless you have hands three meters across. There are a

variety of computer controlled heavy engineering equipment, big robotic arms, huge whirring diamond tipped saws, a grindy thing and some sort of sparking pointy thing that might be for welding. These are for those heavy industrial projects that need to be completed quickly while being held in the air by a huge mechanical claw.

Drop Spider

Cost 6 CP.

This will one day be the latest and greatest in engineering technology, while unfortunately right now also being proof that a certain dimension traveling someone really can't jailbreak anything properly, at all. The Drop Spider is capable of manufacturing its own parts, it can fly, it can build to standards that will be bleeding edge in roughly four hundred years time and it goes like a stabbed rat. Unfortunately, due to the shoddy job a certain someone did on its programming, it will sometimes glitch out. Badly. In the night you can sometimes hear it screaming.

- Capable of maintaining all your vehicles, armour, weapons and equipment, while occasionally doing things like trying to replace your bones with a lattice made of bronze statues of Edmund Blackadder half an agstrom high.

Munitions Dump

Cost 4 CP.

The dream of crazy Americans everywhere, the munitions dump will keep you in bullets and rpgs and charge packs for free. The facility will have no problems using nanoreplicators to manufacture ammunition for any handweapons you have, though attempting to manufacture anything bigger than 30mm for a hand weapon will cause a massive system crash.

It can manufacture munitions for bigger guns, though the more advanced they are the longer the nanoreplicators take. You won't be able to solve every problem with a thirty minute broadside, especially since the faster the 'replicators work the more likely they are to encounter quantum fluctuations in the pattern field that can lead to instability in the munitions. You probably don't need to be told this is a bad thing. (It's very bad, because they explode randomly. Yes, this includes before being fired.)

- Requires raw materials.
- Provides ammunition for three vehicles.

Exercise Area

Cost 2 CP.

A combined exercise area where whatever monsters of a bygone age you saw fit to tame can romp and play and a place where you can train them to be ridden into battle. Or do tricks. Whatever, the point is this is a place you can let them run free without wiping out a town or something.

3D Fabrication Plant

Cost 4 CP.

Using the wonders of three dimensional printing technology you can print parts. Ship parts, vehicle parts, weapon parts, you can build them all! Sort of. The printers aren't amazingly accurate, so if you need something cut to incredibly precise measurements (Like oh, anything for anything built after 1960) expect to go through several hundred prints before you get what you need.

- Provides Spare Parts.

Stunt Track

Cost 3 CP.

A section of The Bay is fitted with hard light holo-emitters that can replicate any environment you've seen so it can be used as a training area where you can learn to drive newly acquired vehicles safe in the knowledge you won't hurt anyone. Or you can use it to play Carmageddon. Hell, you could even use it to train with your abilities or introduce your new pokemon tuned human waifu to the concept of bipedal locomotion.

- Leaving the track running for more than 12 hours dramatically increases the chance of the warehouse being infested with real holographic evil Lincolns. He sells poison milk to school children.

Matter Furnace

Cost 6 CP.

Something like an evil red floating eye the matter furnace isn't quite a singularity, and isn't quite a star either, but it will consume any materials that come within fifteen meters, breaking it down to the point where matter can be harvested by a titanic magnetic projector and reconstituted as whatever raw materials you might require. The more common the element, the easier it is to obtain in quantity.

- Provides Raw Materials.

Chaos Refinery

Cost 6 CP.

What goes on in the Chaos Refinery? decent people shouldn't wonder too much about that.

The device harvests raw probability from the null space where the warehouse is located and feeds it into a Crisis Pattern Analyser, forcing it to instantly become the part or even parts that you require right now. Admittedly it might occasionally give you something like a fedora made from frozen weasel milk but that doesn't mean it isn't working, it just means you have failed to take advantage of an amazing opportunity.

- Provides the parts you need, when you need them. Usually.